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PlayStation Portable

EVERYONE 10+
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Mild Suggestive Themes
ESRB CONTENT RATING www.esrb.org

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BRAVE STORY
NEW TRAVELER

EVERYONE 10+
CONTENT RATED BY ESRB

XSEED JKS GAMES

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.

Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

BRAVE STORY

NEW TRAVELER

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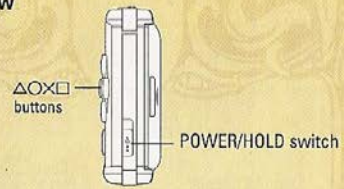
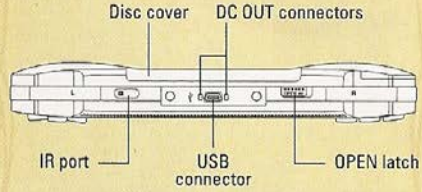
Getting Started

Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. Insert the **BRAVE STORY: NEW TRAVELER** disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

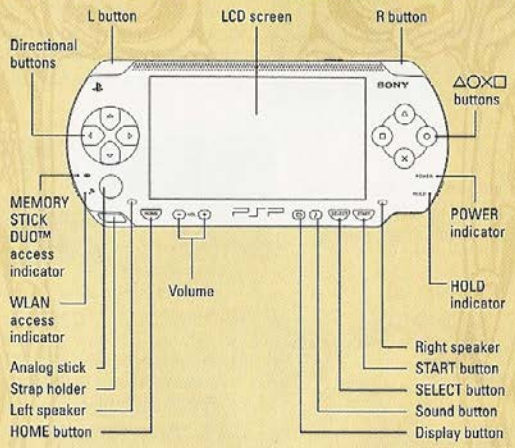
Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

Starting Up

PSP® (PlayStation®Portable) system configuration



Analog stick or directional buttons	- Select items - Move character around on screen
⊗ button	- Select item - Scroll message - Examine - Converse
◉ button	- Cancel item or selection - Quickly scroll through messages - Run (when in dungeons or towns, accelerate your character's movement by holding down the ◉ button while using the analog stick or directional buttons)
△ button	- Display menu screen
▣ button	- Quit birdcatching (only available during the birdcatching mini-game) - Give up while in a bird brawl
R button	- Confirm current quest
L button	- Displays map of Vision (only available while on the world map)
SELECT button	(not used)
START button	- Displays the title menu (only available while on the title screen) - Pause - stops the action on screen (only available during the birdcatching and bird brawl mini-games)
Wireless LAN Switch	- When Game Sharing or exchanging birds, make sure the WLAN Switch is in the ON position.

Story

On a lazy Sunday afternoon a young boy was sitting in the park with his best friend, seemingly more interested in his video game than with talking to her. Tired of being ignored, she gets up in a huff and walks away.

When the young boy next sees his friend, she has passed out on the ground, suddenly stricken with a mysterious illness.

The girl is taken to the hospital where she lies in a coma, unresponsive to the world around her. It's at this time that the boy hears a voice that seemingly comes out of nowhere.

"Beyond the door you can change your destiny"

The voice informs the boy that although things currently appear hopeless, if he has the courage to try, he can change his destiny by traveling to the land of Vision, where the Goddess of Destiny is said to dwell.

The young boy looks up to see the gateway to Vision, the Porte Nectere, appear before him.

Summoning all his courage, the young boy races through the gate, determined to change fate and save the life of his friend.

The World of Brave Story

Vision
A world created by the Goddess of Destiny.

Traveler
One who comes from the realm of humans to Vision. The goal of every Traveler is to meet the Goddess of Destiny and receive a wish.

Tower of Destiny
This is the tower where the Goddess of Destiny lives. The road to the tower is sealed by powerful magic and any Traveler who wishes to enter must gather five special jewels.

The Highlanders and their Branches
Known for killing monsters and exploring ancient ruins, the Highlanders are an organization devoted to keeping the peace and maintaining public safety. Almost every town has a branch where Highlanders go to receive bounties, get new assignments or just meet with their peers.

The Knights of Stengel
The Knights of Stengel are responsible for the safety and well-being of all the citizens of the United Southern Nations. A group separate in function from the Highlanders, the Knights are responsible for patrolling the borders between countries.

Darbaba Wagons
The darbaba is an ox-like creature used to pull wagons. In Vision, the darbaba wagon has become the method of choice for the transportation of goods from one place to another.

The People of Vision
There many different races represented in Vision. These include the kitkin (felines), beastkin (humanoid beasts), waterkin (lizards) and karulakin (birds), among others; all of who peacefully co-exist. In addition, there are the ankhakin, who are the most human in appearance.

Characters

The Hero

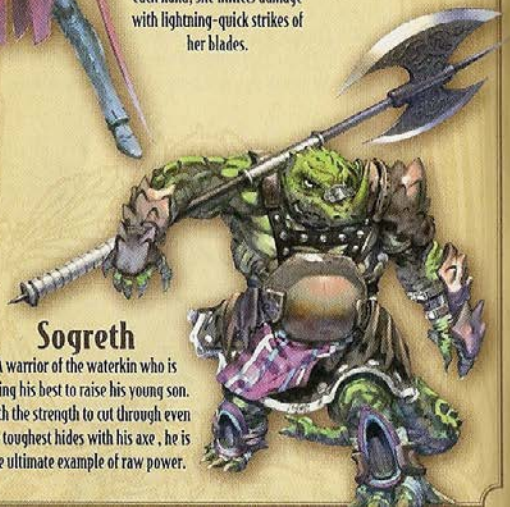
A young boy who travels to Vision in order to help his best friend, who is suffering from a mysterious illness.
* The hero's name can be changed by the player.

Yuno

Yuno is a high-spirited, slightly overbearing half kitkin, half ankhakin girl with an insatiable curiosity. She joins the hero on his quest so that she can fulfill her dream of seeing the world. She is extremely proficient with a bow.

Meladee

The head of the Highlander's branch in the town of Vahadina and a capable warrior in her own right. Fighting with a sword in each hand, she inflicts damage with lightning-quick strikes of her blades.

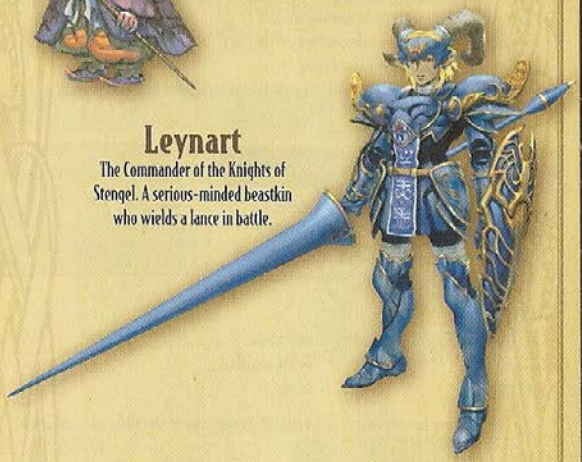


Sogreth

A warrior of the waterkin who is trying his best to raise his young son. With the strength to cut through even the toughest hides with his axe , he is the ultimate example of raw power.

Ropple

A super short, super intelligent boy of bankin descent. He was charged by his master to investigate abnormalities in the magical world. He is able to use many different types of magic.



Leynart

The Commander of the Knights of Stenqel. A serious-minded beastkin who wields a lance in battle.

Other characters from the Brave Story universe

During your travels, you will encounter other characters from the Brave Story universe. These characters will lend the player their strength and help them in their adventures.

Wataru

Meena

Kee Keema

Starting a New Game

After the opening movie, the title screen will appear.

TITLE SCREEN

At the title screen press either the START button or ⊗ button to bring up the start menu. Select NEW GAME, then press the ⊗ button.

You will be presented with three menu options:

New Game Start from the beginning of the story.
Continue Continue a saved game.
Goalfinch Wire For Game Sharing (see page 34) and exchanging birds (see page 35).

ENTER CHARACTER NAMES

Enter the name of the main character and that of his childhood friend. After entering a name, select "OK" and press the ⊗ button. After choosing names for both characters, select "Yes" and press the ⊗ button.

Input Commands:

Analog stick/directional buttons: Select letter
◎ button: Delete one letter
⊗ button: Enter

- The default name for the hero is Tastuya and the default name of his childhood friend is Miki.

OPENING SCENE

After deciding on the names for the two main characters, the game will start with an opening movie and the reason for the hero's journey is revealed. Following the advice of a mysterious voice, the young hero dashes headlong through the gates which appear before him and into the wondrous world of Vision...

UNKNOWN CABIN

The young hero, after losing consciousness, awakens to find himself in a strange cabin. After exiting the cabin, approach the pot located outside and press the ⊗ button to examine its contents. Next, go back inside and open the treasure chest to obtain the world map of Vision.

GO TO THE CAVE OF TRIALS

Leaving the area around the cabin, the hero will find himself staring out onto a vast plain. Walk towards the northeast until you reach the Cave of Trials. Here the hero will learn some of the basic knowledge he'll need for his upcoming journey. From here, the hero's fate is in his own hands.

Save/Load a Game:

In the midst of your adventure, there will be places where you can save your progress. After saving your data, you will be able to resume your adventure by selecting the "Continue" option at the title screen.

When saving a game, you will need to have either a Memory Stick Duo or Memory Stick PRO Duo inserted into your PSP® system. There needs to be at least 256 KB of free space available for each save.

You can save up to 10 games.

Story Progression

The following five elements will reoccur throughout the hero's adventure:

WORLD MAP (see page 11)

This is the screen where the hero will travel through the world of Vision. In addition to traveling to a specified destination, try exploring to find new towns and dungeons.

TOWNS (see page 12)

Throughout Vision, the people of the world have built many towns where they work and live. It is in the towns of Vision where you'll be able to get useful information, buy weapons and armor, purchase healing supplies and rest at an inn after a long day's travel.

DUNGEONS (see page 14)

From forests and caves to ancient ruins and swamps, any areas where the races of Vision do not dwell are referred to as dungeons. These are the places to visit if you are searching for missing people or looking for armor, tools, or materials for accessories. Since all of the dungeons in Vision are essentially giant mazes, you should try to explore every last corner as you'll never know what you might find.

BATTLES (see page 18)

While traveling through the world map or exploring a dungeon, there is always a chance you'll have to engage in battle. Using various weapons and items, try to defeat your enemies. As you do so, your party will gain experience and become stronger.

EVENTS

You will encounter numerous events and situations during your travels which will provide vital information to meet the Goddess of Destiny. These will usually take the form of conversations with people you meet or movie scenes to move the story forward.

In these events, you will get new destinations or receive information that will begin to illuminate some of the mysteries surrounding the presence of the hero in Vision.

About the Event Options

Sometimes during an event or conversation, a window will pop up giving the hero a choice of answers or courses of action. When this happens, the hero's proficiencies change, so think carefully before choosing an option.

The World Map

1) Player
2) Town/Dungeon*

* When you get close to a town or dungeon, the name will appear on the screen.

MODES OF TRAVEL

When you start out on your adventure, you'll have to walk from place to place. As the story progresses, you'll have access to other modes of transportation such as carts.

Walking

This is the basic mode of travel. You won't be able to enter mountain areas, rivers or the ocean while walking.

Darbaba Cart

A darbaba cart will become available as you progress in the game. While this mode of transportation has the same limitations as walking, you'll be able to cover ground much faster. Also, as you travel in the cart, your HP will slowly be restored.

ENTERING TOWNS & DUNGEONS

As you approach a dungeon or town, "×: Enter" will appear at the bottom right of the screen. When you see this, press the ✕ button to enter the town or dungeon.

MAP OF VISION

While on the world map, if you press the L button, you'll be able to call up a map of Vision. On this map you'll be able to see your current location as well as all the towns and dungeons you've visited. By pressing the △ button, you can toggle between showing towns and/or dungeons on the map.

Map Icons: Hero Town Dungeon

If you need a reminder

If you forget what you're supposed to be doing, just push the R button to get a helpful reminder. You'll get advice on where you should be heading or what you should be doing.

In Town

1) Main Character
2) Townsfolk*

* When you approach another character, press the ⊗ button to initiate a conversation.

AROUND TOWN

If a building houses a store, tavern or inn, there will be a sign out in front. Once you've decided whether or not you need to use the facility, go in and talk with the people inside.

Inn
If you choose the "Rest" option, the player's HP and BP will be restored. In addition, any status ailments will be healed. If you choose the "Save" option, you will be able to save your game.

Armory
The armory is where you can buy and sell weapons. By selecting the "Equipment" option, you can immediately equip the weapons just purchased.

General Store
Here is where you can buy various items as well as sell anything you don't need.

Tavern
The place where many townsfolk gather. By talking with the customers, you may learn something useful for your journey.

Branch
The place where Highlanders gather. This is the place to collect your bounty on the monsters you have defeated as well as obtain information from your comrades at arms.

S.N.O.B.
In almost every town, you will see someone loitering around with a bird by his side. These are members of the Social Network Of Bird-lovers. They will exchange valuable items for your unwanted goalfinches. For more information on goalfinches,
see page 30.

BUYING & SELLING ITEMS

When you want to buy an item at either the armory or the general store, first select what you wish to purchase from the item list. Using either the analog stick or directional buttons, move the cursor up and down to highlight the item you want to buy, then press the analog stick or directional buttons left or right to select the number of items you wish to purchase. When you are ready to buy, press the ⊗ button and the selected items will be put into your inventory. When you wish to sell any unwanted items, go into your inventory list and repeat the above process.

Peek into the jars!
While in town, you may notice some small white jars scattered about. Inside the jars you will find various useful items. When you find a jar, approach it and then press the ⊗ button to see what is inside.

Earning extra money

If you are in need of some quick cash (tems), one way to get it is to go out and defeat as many monsters as you can, grab the items they drop and then sell them once you arrive in a town. Another way to earn money is through collecting bounties on the monsters you have defeated. Once you pass the test and become a Highlander, go to any of the Highlander branches and you will receive a bounty based on the number of monsters you have killed in battle.

Assist the people of Vision
Throughout Vision, there will be citizens who need your help. As some people tend to reward your assistance with valuable items, it's usually in your best interest to take the time to help them out.

Dungeons

1) Main character
2) Path guide*

* This mark indicates the dungeon's entrance and exit as well as the points where paths continue.

OBJECTS OF INTEREST

While exploring dungeons, you will come across various objects and devices. As you approach them, press the ⊗ button to see what they do.

Treasure Chest
When you look inside, you will find many kinds of items.

Memory Sphere
Touching this will allow you to save your progress.

Healing Glim
Touching this will replenish the party's HP, BP and cure all status ailments.

Other Objects
In addition, some dungeons will have objects unique to their location. Be sure to examine anything that appears out of the ordinary.

Menu Screen

Whether you're in a dungeon, town or in the world map, you can access the main menu by pressing the △ button.

1) Menu
2) Amount of cash on hand
3) Party members*

* The members shown on the screen will be the ones used in battle.

MENU

There are six options in the menu window:

Items

This option allows you to view and use items in your inventory. First, select what category of item you wish to use, then select the specific item. Next, select "Use" from the menu to use the item. Once you've used that item, it will be deducted from your inventory. If you select "Sort", the items in your inventory will automatically be grouped by type (for example all foods will be grouped together, all potions, etc.). If you select "Discard" you will throw away one of the highlighted item.

When you highlight an item, a brief description will appear on the right side of the screen.

Bravura

All of your party members are able to perform special attacks and/or magic spells called Bravura skills. Select a character, then choose which Bravura skill you wish to use. When you have decided on a skill, press the ⊗ button to use the skill. That character's BP (brave power) will be reduced by the appropriate amount. Some characters will have Bravura skills that can be used both in and out of battle.

When you highlight a Bravura skill, a brief description will appear on the right of the screen. As your party members increase in level, they will learn new and more powerful Bravura skills.

Equipment

Use this option if you wish to change your character's equipped items. First select a character, then select which item you wish to change. Finally, select the item you wish to equip. You can switch to different characters by pressing the analog stick or directional buttons left or right.

Each character can equip one weapon, one piece of armor and three accessories. However, some characters have items which cannot be unequipped. When you highlight an item, a brief description will appear to the right of the screen. Furthermore, when you decide to change an equipped item, the effect it will have on your status parameters will be shown at the bottom of the screen. If the new item will have a beneficial effect, the related parameter will be shown in green; if it has a negative effect it will be shown in red. For more information on status parameters, read the section titled "Stats".

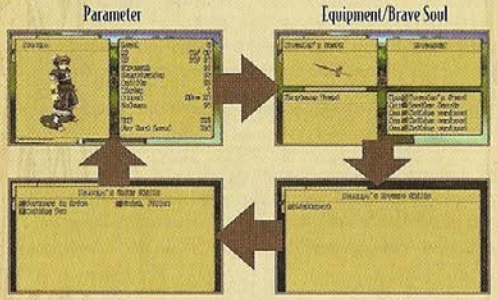
Menu Screen

Formation

Choose this option if you wish to change which characters are used in battle. First, choose which character you want to remove, then select the character you want to replace them with. You can also determine the position the character takes in the formation. When there are four or more characters in your party, you will have to decide which characters you want to use and which you want to park. The characters in the bottom half of the screen will not appear in battle. You cannot remove the main character from the battle party.

Stats

Choose this option if you want to check your characters' stats. When you select a character, the first screen will show their basic stats. By pressing the ⊗ button, you can scroll through to the following screens: Basic Stats, Equipment/Bravesoul, Bravura Skills and Unity Skills. By pressing the analog stick or directional buttons left or right, you can scroll between all of the party members. See the table below for descriptions of all the parameters.



Parameter Descriptions

Level	Shows the character's overall power level.
HP	Hit points. Shows how much damage a character can take. When a character's HP drops to zero, they will be unable to continue in battle.
BP	Brave power. Used when using Bravura skills or performing Unity attacks.
Strength	Physical strength. Related to the "Attack" parameter.
Constitution	Shows how much damage a character can absorb. Related to the "Defense" parameter.
Agility	This parameter determines how quickly the character will perform an action in battle.
Wisdom	This parameter determines not only the strength of a character's magic, but also their resistance to an enemy's magic attack.
Attack	Determines how much damage a character can inflict while performing a weapon-based attack.
Defense	Determines how much damage an enemy attack will inflict on the player.
EXP	Current number of experience points earned by the character.
For Next Level	How many experience points are needed to advance to the next level.

Other

In addition to the five menu options discussed above, there is one more option listed. Within this menu option there are the following five choices:

SETTINGS: Choose this option to change the settings in the game.

- **Message Speed** Change the speed at which the text appears. You can select from Fast, Normal or Slow.
- **Cursor Memory** If you select "Yes", during battles the cursor will stay set on your previous selection. This can prove to be very convenient if you tend to use the same attack repeatedly. If you select "No", the cursor will always return to the first selection in the menu window.
- **Battle Voices** This option allows you to choose the language for the battle voices. You have the option of having the characters speak in English or Japanese.

BOOKS: Use this option to read the books you have received during your adventures. These include the Accessory Book, the Monster Album, and the Book of Quests.

- **Accessory Book** This book will show you all the accessories you have as well as their effects when equipped. In addition, this book will list what accessory diagrams you have found and tell you what materials you need in order to create new accessories.
- **Monster Album** This book contains descriptions of all the monsters you have defeated during your adventures. It also contains information detailing what items each monster drops as well as where they are most often found.
- **Book of Quests** This book contains a log of all the various quests you have received during your travels.

CRAFTS: As you progress in the story, you will gain the ability to create custom accessories. See page 25 for more detailed information.

BIRDCAGE: Use this option to check on the birds you've captured. See page 31 for more detailed information.

VYNE: This option appears once you receive the cooperation of the firewyrms. Use this option to move around the world map by firewyrm. This option is only available while in the world map.

Battle

While traveling through the world map and dungeons, you'll frequently encounter enemies bent on your destruction. There will also be in-story events where you will be required to fight for your life.

BATTLE FLOW

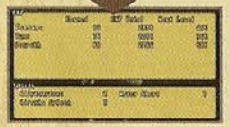
Battle is turn-based, meaning that each character must wait for their turn before performing an action. Keep repeating your turn until you defeat all of your enemies.

Enter command

At the beginning of each turn, decide what action you want each party member to perform.

Execute!

After you've decided what actions the characters will take, each character will perform the chosen action. At the end of the turn, if there are still enemies present, you will be returned to the command menu to start a new turn.



After the battle

Once you've defeated all of the monsters, the battle will end. Any experience points earned as well as any items received will be shown here. You will then be returned to the world map or main dungeon screen.

Game Over

If your party is defeated in battle, your game will come to an end. Any progress you made from your last save to the point you were defeated will be lost. In order to reduce the risk of losing valuable progress, be sure to save often.

BATTLE SCREEN (basic)

1) Command
2) Enemy names and numbers
3) Party condition*

*At the bottom of the screen, your party's LV, HP, BP as well as any status ailments will be displayed. The character currently making a menu selection will have their portrait highlighted.

Status ailments
If you are inflicted with a status ailment, the related icon (see page 22) will appear here.

BATTLE SCREEN (targeting an enemy)

1) Method of attack
2) Targeted enemy*

*The targeted enemy will be highlighted in orange and its name will be shown.

BATTLE COMMANDS

There are six different commands available to party members while in battle. When you first start on your adventure, you won't be able to use some of the commands until you make a certain amount of progress in the story.

Attack

Use your equipped weapon to deal physical damage on an enemy. When the enemy's HP falls to zero, they will disappear from the screen. When using this command, you'll be asked to select which enemy you want to target.

Bravura

Select "Bravura" to perform special attacks or to use magic. Depending on the Bravura skill, you can inflict damage on enemies, heal party members or use support magic to boost party members' stats. When you use a Bravura skill, your BP gauge will be reduced by the appropriate amount. Bravura skills have a wide range of effects, so choose the one that best fits the situation.

Unity

Using the "Unity" command will allow your party members to combine their talents to perform special attacks or use more effective healing spells. The Unity abilities are much like the Bravura skills and all characters involved in a Unity combination will have their BP gauge reduced by the appropriate amount.

Items

Select this command to use items from your inventory in battle. Remember that different items will have their own unique effect. Any items used will be deducted from your inventory.

Defend

When used, your character will assume a guard position for one full turn. Although your character won't be able to move or act, any damage inflicted by enemies will be dramatically reduced.

Escape

This option is only available to the main character. When the main character raises his sword, it emits a blinding light that allows the party to escape from battle. If successful, the battle will end immediately. If the escape fails, the player's party will lose one turn.

BP & BRAVE COUNT

When a character performs a basic attack, after the attack the character's BP will be slightly recharged. The amount of BP recovered is based on the amount of damage inflicted on the enemy and the level of the "Brave Count". The Brave Count measures your party's valor in battle and increases depending on how many consecutive hits are inflicted upon the enemy. However, if you use a Bravura skill or an item, the Brave Count will reset to zero. The Brave Count also resets at the end of a battle.

Brave Count
The top line shows the current combo, the bottom shows the current bonus BP charge

The importance of balancing healing with attacks

In the midst of battle, it's possible to string together a series of strong attacks and Bravura skills without worrying about the amount of BP you have. However, it's important to be aware of your character's health and when they need to be healed; otherwise an enemy can knock out a party member with one blow.

About area attacks

There are some Bravura skills that allow you to attack over a wide area. Select the general area of the enemy's formation you wish to attack; the targeted enemy and those in its immediate area will also be highlighted. The area covered in this type of attack will depend on which Bravura skill is used. Since each attack encompasses a unique part of the enemy's formation, choose the one that will inflict damage upon the maximum number of monsters.

EXTRA ATTACK

When a player uses their regular attack to defeat an enemy with low HP, occasionally that character will be able to perform an "Extra Attack". When a character does an Extra Attack, after defeating the targeted enemy they will attack one of the remaining enemies.

Attack a weakened enemy

You won't get the chance to perform an Extra Attack if you defeat an enemy using a Unity attack, Bravura attack or special item.

Extra Attack!

Once you've defeated an enemy monster with low HP, if that character's attack rating is high, the odds of them performing an Extra Attack are greatly increased.

Attack the remaining enemies

To increase the chances of performing an Extra Attack, try to defeat enemies with one blow.

UNITY SKILLS

As your adventure continues and the characters in the hero's party come to know each other, they will be able to perform "Unity Skills". Unity skills are much like Bravura skills in that they require a certain amount of BP to be performed; however with Unity skills, all characters involved will have their BP reduced by the appropriate amount. If one of the characters involved in a Unity skill is afflicted with paralysis, confusion, loneliness or any other status aliment that prevents the character from attacking, they will not be able to use or participate in a Unity skill. Not only will the character who initializes a Unity skill have their BP reduced, but all of the characters involved as well. Be sure to pay attention to all of your party's BP during battle. For more information about the different types of Unity skills, see page 29.

UNITY GUARD

When a monster attacks a party member, occasionally one character will move over to take the damage. This is called a "Unity Guard", and when it happens, the character that takes the hit will incur less damage than normal. The chances of this happening increase as your party member's come to know each other. However, if a character is afflicted with paralysis, confusion, loneliness or any other status aliment that prevents the character from attacking, they will not be able to perform a Unity guard.

Improving Relations

During your adventure, as members of the hero's party fight in battles together, their level of unity will increase. As party member's relationships improve, the effectiveness of their Unity skills will increase.

Pay attention to an enemy's movement.

When an enemy's HP drops to a low level, the timing of when your command menu appears will change. The appearance and movement of the enemy that is near death will change, giving you a hint of the possibility of having an Extra Attack occur.

STATUS AILMENTS

When an enemy attacks, they will occasionally inflict a party member with a status ailment. Listed below are the six types of status ailments along with the effect they have on a character's stats. There are various items and Bravura attacks that will inflict these ailments on enemies. Some of these status ailments will disappear naturally over the course of a battle. However, paralysis, confusion and loneliness are ailments that will remain until the end of a battle unless they are healed. You can heal characters by using items from your inventory or a character's Bravura skill. Staying at inns will cure all status ailments.

Status Icons
If you don't heal certain status ailments after battle, you will see their related icons at the top right of the world map screen.

Poison
Character's attack power reduced by 50%, HP reduced a little each turn. HP will continue to drop even outside of battle.

Paralysis
Character will be unable to move or use any menu commands.

Confusion
Character will not be able to use any menu commands. They will randomly attack one party member or monster each turn.

Oblivion
Character will not be able to use any of their Bravura skills.

Loneliness
Character cannot use or participate in a Unity skill. The affected character won't perform a Unity guard.

K.O.'d
This happens when your character's HP is reduced to 0. Any character that is K.O.'d will not be able to participate in battle, nor will they receive any experience points gained from defeating enemies. This status does not heal itself; you will need to use an item, Bravura skill or stay at an inn to revive the character.

PREEMPTIVE STRIKES & SURPRISE ATTACKS

When you first enter a battle, sometimes your party will be able to perform a preemptive strike. When this happens, your party essentially gets a free turn as the enemies will not get a chance to counter-attack. However, if enemies are able to catch you off guard (perform a surprise attack), the reverse is true and the enemies will get a free turn.

CRAZED CONDITION

In the midst of battle, sometimes an enemy will become "Crazed". When this happens, the crazed enemy becomes more dangerous, with their attack and defense stats increasing dramatically. However, the number of experience points received for defeating a crazed monster increases; plus, crazed monsters sometimes drop rare items. When a monster becomes crazed and you are unsure whether to stand and fight, running away is always an option.

When a monster becomes "Crazed"
What happens when an enemy becomes crazed will depend on the kind of monster.

A more powerful enemy
An enemy that becomes crazed will increase in size.

BRAVESOUL

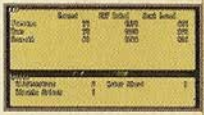
During certain special events, members of the hero's party will unlock their unique special ability called a "Bravesoul." Each character's Bravesoul, as well as the conditions required to unlock them, are unique, so try to discover them all.

EXPERIENCE & LEVELING UP

As members of the hero's party defeat monsters in battle, they will earn experience points. When a character earns a predetermined number of experience points, that character's level and their status parameters will increase. The character may also learn a new Bravura skill when leveling up. Characters can level up even while engaged in battle.

About Enemy Size
When several of the same kind of enemy appear in battle, even if they are the same species with the same name, their size and coloring may differ. The larger the enemy, the more powerful they are. Be sure to keep this in mind when attacking.

Character Status and Experience Level
After an enemy is defeated, the experience level of your party will change depending on the character and their actions. Characters that actually defeat enemies in battle will receive the greatest amount of experience points, followed by characters who participated in battle. Characters that are not in the battle party will receive fewer experience points. However, the amount of experience points rewarded can change if a character has a special item equipped which increases the amount of experience points earned. If a character has been knocked out of battle, they will not receive any experience points.



Items

THE SIX TYPES OF ITEMS

Items
Medicines, camping gear and healing items. Things that disappear from your inventory when used. Also includes things that can be used in battle.

Weapons
Things such as swords, bows and axes that when equipped increase attack power. Each character will have their own special weapons.

Armor
Things such as shoulder pads and shields that when equipped decrease the amount of damage a character takes from an enemy attack. Each character will have their own special armor.

Accessories
Ornaments such as rings and necklaces. When equipped, these have different effects depending on the accessory. Once obtained, they can be used by any party member.

Materials
Things such as monster hides and various gemstones used to create accessories.
See page 25 (Crafting) for more information on how to make your own accessories.

Valuables
Things such as maps and the party's Highlander bracelets that you've obtained during your travels. These items cannot be sold or thrown away.

THE TRAVELER'S SWORD & GEMSTONES

The main character's weapon (Traveler's Sword) is made more powerful by finding certain gemstones in the course of your adventures. Not only will the sword's attack power increase, but the main character will also learn new abilities. The main character will not be able to equip any other weapon.

Traveler's Sword

Traveler's Sword (With Warrior gem)

Crafting

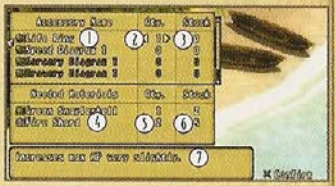
The crafting ability allows you to create useful accessories out of various materials. You can also take apart unnecessary accessories and reuse their materials. After completing the event where you are taught how to make accessories, you can start doing so at any time by going to Other › Crafts in the menu screen.

WHAT YOU NEED TO MAKE ACCESSORIES

Diagram – This will show you what you need to create a specific accessory. You can find diagrams by looking in the clay pots scattered around the towns and cities of Vision as well as in the treasure chests you'll find in dungeons. Once you find a diagram and create the described accessory, you will then be able to create as many of that accessory as you wish.

Materials – The building blocks of every accessory. While the majority of the materials you'll need are obtained from defeated enemies, there are a few rare items that you will only be able to get by completing certain events.

THE CRAFTING/DISMANTLING SCREEN



1) Accessory: Diagram name
If you don't have the materials necessary to make this accessory, the diagram name will be grayed-out.

2) Number of accessories to be made or dismantled

3) Number of accessories in inventory
Accessories equipped by characters will not be included in this total.

4) Materials needed to make an accessory (or returned to inventory after dismantling an accessory).

5) Number of materials
Number of a particular material needed to make an accessory.

6) Amount of a material in inventory

7) Description of the accessory

CRAFTING ACCESSORIES

Using the analog stick or directional buttons, move the cursor up or down to select the accessory you want to make, then press left or right to select the quantity. Afterwards, press the ⊗ button to confirm your selection and make the accessory(ies). Once you've used a diagram to make an accessory, when you go to your diagram list, the name of that accessory will be shown.

DISMANTLING ACCESSORIES

Just like crafting accessories, to dismantle an accessory, use either the analog stick or directional buttons, move the cursor up or down to select the accessory you want to take apart, then press either left or right to select the number of accessories you want to dismantle. Afterwards, press the ⊗ button to confirm your selection and dismantle the accessory(ies).

Data

In this section you will find basic descriptions of items, weapons, Bravura skills and other things you'll encounter while playing the game. (The items listed here represent only a small portion of the total items available).

ITEMS

ITEM NAME	EFFECT
Mako Berry	Restores a very small amount of HP to one character.
Jerky	Restores a small amount of HP to one character.
Antivenom	Cures one character of Poison.
Antiplegic	Cures one character of Paralysis.
Swig of Sanity	Cures one character of Confusion.
Recall Juice	Cures one character of Oblivion.
Heartglue	Cures one character of Isolation.
Tears	Cures one character of all status ailments.
Wakewater	Revives one party member. Can also be used to restore HP.
Sleeping Bag	Partially recovers some HP of all party members as well as revives any K.O.'d characters. Cannot be used in battle.
Camping Set	Completely replenishes the HP of all party members as well as revives any K.O.'d characters. Cannot be used in battle.
Gleamstone	A sparkling stone that sells for a high price.

Using items in battle

When using healing items in battle, they will be more effective than when used in the world map or in town. If you incur damage that cannot be healed by using a Bravura skill, try using an item instead.

WEAPONS

CHARACTER	WEAPON NAME	DESCRIPTION
Hero	Traveler's Sword	A sword for Travelers granted by Wayfarer Law.
	Traveler's Sword (Leveled up)	Traveler's Sword enhanced by the Warrior Gem.
Yuno	Hunter's Bow	Yuno's beloved longbow. She uses it to hunt.
	Sniper's Bow	A hunter's bow modified for higher accuracy.
Sogreth	Iron Battleaxe	A giant, double-bladed axe made of iron.
	Bone Axe	An axe made of barbaba bone. As hard as metal.
Meladee	Brass Cutlasses	Meladee's trusted brass twinblades.
	Feather Blades	Lightweight, easy-to-use twinblades.
Ropple	Starseer's Staff	A staff used by starseers of Lourdes Observatory.
	Crystal Rod	A rod with a magic-enhancing crystal on its tip.
Leynart	Stengel Lance	A ceremonial lance used by the Knights of Stengel.
	Silver Lance	A silver heavy lance with an illustrious shine.
Wataru	Brave's Sword	A sword whose strength reflects that of its user.
Kee-Keema	Kee's Axe	Kee-Keema's axe. In other words, not so hot.
Meena	Eleonora's Dagger	A dagger said to be a certain woman's keepsake.
Kutz	Living Whip	A whip that moves as if it were alive.
Mitsuru	Wizard's Staff	A staff whose strength reflects that of its user.

ARMOR

CHARACTER	WEAPON NAME	DESCRIPTION
Hero	Leather Guard	Durable shoulder guards fashioned of leather.
	Hard Leather Guard	Shoulder guards made from quality animal hides
Yuno	Leather Bracer	A sturdy bracer used for shooting a bow.
	Hide Bracer	A durable bracer crafted from the finest hides.
Sogreth	Leather Shells	Shell-shaped armor made with lizaraptor hide.
	Iron Spaulders	Weighty spaulders made of wrought iron.
Meladee	Steel Tassets	Skirt-like armor fashioned from steel plates.
	Bloom of Tassets	Charming armor decorated with a floral print.
Ropple	Starseer's Hat	A hat worn by starseers of Lourdes Observatory.
	Wizard's Hat	The preferred headgear of magic users.
Leynart	Stengel Shield	A ceremonial shield used by the Knights of Stengel.
	Silver Shield	A decadent shield gilded in silver.
Wataru	Brave's Helm	A helmet worn by a Novice Brave, Prototype I.
Kee-Keema	Iron Saucepan	A rounded saucepan that doubles as a shield. A common household item.
Meena	Gossamer Purple	Meena's favorite purple cape. Offers ease of movement.
Kutz	Knee-High Boots	Fashionable, classy, and very provocative boots.
Mitsuru	Wizard's Robe	Garments worn by Travelers versed in spellcraft.

ACCESSORIES

ACCESSORY NAME	EFFECT
Life Ring	Increases max HP very slightly.
Life Necklace	Increases max HP slightly.
Might Ring	Increases strength very slightly.
Might Necklace	Increases strength slightly.
Barrier Ring	Increases constitution very slightly.
Barrier Necklace	Increases constitution slightly
Dash Ring	Increases agility very slightly.
Dash Necklace	Increases agility slightly.
Sorcery Ring	Increases wisdom very slightly.
Sorcery Necklace	Increases wisdom slightly.
Bravery Ring	Increases max BP very slightly.
Bravery Necklace	Increases max BP slightly.
Poisonward Necklace	Provides some resistance to Poison.
Stunward Necklace	Provides some resistance to Paralysis.
Muddleward Necklace	Provides some resistance to Confusion.
Blankward Necklace	Provides some resistance to Oblivion.
Doubtward Necklace	Provides some resistance to Isolation.
Ribbon	Provides slight resistance to all status ailments.
Enhancer Ring	Increases efficacy of healing items (low).
Memory Ring	Increases EXP earned in battle.
Leech Ring	Absorbs HP depending on damage done (low).
Bandit's Ring	Increases item drop rate in battle slightly.
S.N.O.B. Novice Badge	Mark of a rookie bird brawler. BP rate up (very low).

Data

MATERIALS

MATERIAL NAME	DESCRIPTION
Fire Shard	A crystal shard pulsing dimly with fire energy.
Water Shard	A crystal shard pulsing dimly with water energy.
Wind Shard	A crystal shard pulsing dimly with wind energy.
Lightning Shard	A crystal shard pulsing dimly with lightning energy.
Light Shard	A crystal shard pulsing dimly with light energy.
Darkness Shard	A crystal shard pulsing dimly with dark energy.
Pretty White Stone	A white gemstone.
Pretty Black Stone	A black gemstone.
Tangret	A red gemstone.
Ametrine	A purple gemstone.
Aquamite	A blue gemstone.
Vespid Stinger	The stinger of a vespid.
Rabby Pelt	The pelt of a rabby.
Tender Skin	The skin of a groqq.
Green Snayleshell	The shell of a snayle.

VALUABLES

NAME OF VALUABLE ITEM	DESCRIPTION
Traveler's Mark	A necklace that proves a Traveler's identity.
Map of Vision	A map that shows the lay of the land in Vision.
Firewyrm Ring	The mark of a novice Highlander.
Craft Kit	A kit necessary for crafting accessories.
Accessory Book	A notebook containing diagrams for accessories.
Monster Album	An album with info on encountered monsters.
Birdcage	A birdcage that can hold up to five birds.
Net	A plain old net for catching birds. Nothing special.

BRAVURA

CHARACTER	BRAVURA NAME	EFFECT
Hero	Lightspark	Ball of light made up of power from the Gem of the Warrior.
	Head Start	Shows the quick mind of a top student. Grants first attack.
	Batting Practice	Uses skills learned on the old sandlot. Attacks both sides.
Yumo	Healing Melody	Gentle song that slightly restores one member's HP.
	Poison Arrow	Venom-tipped arrow strikes one target. Adds poison.
	Treasure Sensor	Reveals the number of items hidden nearby.
Sogreth	Focused Slash	Releases pent up energy in a burst. Strikes one target.
	Roundhouse	Pulls enemy into a spinning axe attack. Three hits.
	Full Swing	Mighty swing creates a deadly shockwave. Attacks both sides.
Meladee	Squall Cut	Attacks with the swift force of wind. Grants first attack.
	Heal	Slightly recovers one member's HP.
	Poison Cure	Cures one member's poison status.
Ropple	Flame	Deals fire damage to a target. Lowers defense occasionally.
	Frost	Deals water damage to a target. Lowers attack occasionally.
	Storm	Deals wind damage to one target. Lowers wisdom occasionally.
Leynart	Mech Stinger	Lunging thrust that grants first strike. Effective on ghosts.
	Scorpion Needle	Thrust that steals an enemy's movement. Adds paralysis.
	Protection	Raises the defense of one member.

UNITY

CHARACTERS	ATTACK NAME	EFFECT
Hero + Yumo	Partners in Crime	Steals from an enemy and deals damage in the process.
Hero + Sogreth	Vision's Toughest	Waterkin skill that raises defense of both characters.
Hero + Meladee	Highlander Spirit	Draws on the pride of the Highlander to raise attack power.
Hero + Ropple	Magical Providence	Magic attack on one enemy. Protects hero from status ailments.
Hero + Leynart	Knightly Lore	Power of chivalry raises both defense and attack power.
Hero + Kee-Keema	Swish, Fillet	Ideal for slicing up fish and sea beasts. Hits all enemies.
Hero + Wataru	We're the Heroes?	Grants the courage of storybook heroes. Raises attack power.
Hero + Meena	Triple Axel	Stunning performance that damages enemies and cancels actions.
Hero + Yumo + Sogreth	Gone Fishin'	Traps all foes in a rushing flood. Deals water damage to all.
Hero + Yumo + Kee-Keema	Melting Pot	Roq-tay attacks of all shapes and sizes. Damages one enemy.
Hero + Wataru + Meena	Half-Pint Express	These three prove size doesn't matter. Critical hits on all enemies.

Birdcatching

Birdcatching is a mini-game where the objective is to capture a "Goalfinch", a small bird that is found throughout Vision. Once you've captured a few goalfinches, you can either trade them for items or pit your birds against those of others in what are known as "bird brawls". Once you receive a net and a birdcage, you'll be able to start catching goalfinches.

HOW TO CATCH GOALFINCHES

Go to a goalfinch reserve

First, locate a goalfinch reserve and when you arrive, go inside. Once inside, you'll find yourself in a very small dungeon with no enemy encounters to worry about.

Start catching birds!

Once you encounter a goalfinch, the screen will change and you'll be enclosed in a small boxing-type ring. Catch as many birds as you can before time expires.

Fusion

After time expires, all of the birds you've captured will undergo fusion (combine) and become a full-fledged goalfinch. The type of goalfinch you end up with after fusion will depend on the colors and attributes of the birds you caught.

The number of birds you can keep at one time is limited by the maximum capacity of your birdcage. Be careful! If you try to capture more goalfinches than your cage will hold, any goalfinch over your limit will escape after the fusion process.

BIRDCATCHING SCREEN

1) Number of birds caught
2) Amount of birdfeed in inventory
3) Remaining time
4) Main character
5) Color of the birds you've captured
6) Target for the net*

*When the target turns red, it means that you will be able to capture the bird within the circle. You can also use the target to determine where you throw your birdfeed.

Birdcatching Controls

Analog stick/directional buttons:	Move main character
◉ button:	Scatter birdfeed
⊗ button:	Swing net
▣ button:	Quit catching birds

Improving your net and birdcage

During your travels, you will be able to obtain better nets and birdcages. When you obtain a new net, the time limit for birdcatching will increase as well as the amount of birdfeed you possess. When you obtain a new birdcage, the number of goalfinches you'll be able to keep will increase.

YOUR BIRDCAGE

In the menu window, go to Other › Birdcage to check on the birds you've caught. By selecting a bird and pressing the ⊗ button, you'll see the following two sub-menu options:

Nickname

You can give your birds unique names. When you first catch a bird and check on it, the bird will simply be called "birdie". However, feel free to change that to whatever you want. After inputting a name, select "OK" to confirm the name.

Controls for naming birds:

Analog stick/directional buttons:	Select letter
⊗ button:	Confirm selection
◉ button:	Erase one letter

Release

Choose this option if you want to release one of the birds from your birdcage. This can be useful if you want to catch a new bird, but don't have space in your birdcage.

BIRD EXCHANGE

In the towns and cities of Vision, you'll frequently come across members of S.N.O.B. (the Social Network Of Bird-lovers) who will be happy to trade items for your unwanted birds. If you have a rare breed of goalfinch, the S.N.O.B. will give you rare and valuable items.

GOALFINCH PARAMETERS

Goalfinches have four status parameters. Goalfinches with high status parameters will be able to actively participate in bird brawls.

HP	Shows number of hit points. When a bird's HP drops to 0, it exits the bird brawl.
Peck	When attacking a rival bird, affects the amount of damage inflicted.
Pluck	When attacked by a rival bird, reduces the amount of damage incurred.
Speed	Determines how fast the bird moves during the bird brawl.

The effects of birdfeed

When a goalfinch eats birdfeed, they will grow in size. If you capture one of these larger birds, their effect on the parameters of the bird obtained after fusion will be greater than that of a smaller bird. However, if you feed a goalfinch too much birdfeed they will become too big to capture, so be careful when feeding the birds.

BIRD BRAWLING

In Vision, many people enjoy pitting their goalfinches against each other in a popular past-time known as bird brawling. When you encounter bird brawlers in different areas during your travels, why not partake in a battle or two?

Find a bird brawler

You'll find bird brawlers in the various dungeons of Vision. Talk to one to initiate a bird brawl.

Bring on the birds!

At the beginning of the bird brawl, all of the birds in your birdcage will be shown in the fight area. Once the battle starts, your birds will automatically attack your opponent's birds. The battle will continue until one person's birds are all defeated or time runs out. The person who defeats all of their opponent's birds is the winner.

After the brawl

If the main character wins the brawl, he will receive from the opponent a "Goalfinch feather", which can be used to make a powerful accessory. You will only be able to receive one feather per opponent. If time runs out before all of your opponent's birds are defeated, you won't receive a feather.

How to win at bird brawling

Because all of the birds you have captured will participate in a bird brawl, you should try to capture as many birds as your cage will hold. While catching birds, be sure to use your birdfeed to increase the effect they will have on the bird you receive after the fusion process.

GOALFINCH WIRE

Using the wireless LAN function, you can exchange goalfinches with other players.

1. Title screen

Put the wireless LAN switch in the ON position, then in the title screen select "Goalfinch Wire" from the menu options.

2. Select Saved Data

In the Goalfinch Wire menu, select the "Save/Load" option and choose which saved data you wish to use.

3. Select a goalfinch to trade

After loading your data, choose the "Birdcage" option to choose which bird you want to trade. The menu will look almost the same as the one you saw when checking on your birdcage (see page 31).

4. Begin the exchange

The people available to exchange birds with will be shown on your screen listed by number (1, 2, 3, etc.). You and your friend should select each other's names from the list. You will then exchange birds. Finally, select Save/Load and save the new data.

Words of caution regarding wireless connections

While using the Ad Hoc mode, be sure that both players stay within 30 feet of each other. Also, be sure that both players' Ad Hoc Mode channel is set to Automatic (Go to Home › Network Settings › Ad Hoc). Otherwise, make sure that both players are on the same channel (for example: "1 ch.", "6 ch.", etc.) or you will experience problems establishing a connection.

Game Sharing

When using the Game Sharing function, you can play the birdcatching mini-game with a friend, even if that person doesn't have a Brave Story: New Traveler UMD inserted in their PSP® system. To save the transmitted mini-game data, have either a Memory Stick Duo or a Memory Stick PRO Duo with at least 256 KB of free space inserted into your PSP® system.

SETTING UP GAME SHARING

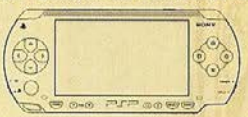
PSP® system with Brave Story UMD

Make sure that the WLAN switch is in the "ON" position. From the title screen, select the "Goalfinch Wire" menu option.

In the Goalfinch Wire menu, choose the Save/Load option and load any saved data where you have birds in your birdcage.

Select the "Send Game" option from the menu.

PSP® system without Brave Story UMD



Insert either a Memory Stick Duo or a Memory Stick PRO Duo with at least 256KB of free space into your PSP® system.

Make sure your wireless LAN switch is in the ON position. In the PSP® system HOME Menu, go to Game › Game Sharing.

Game data being sent.

When you receive a request to join in a game, select "Yes".

When Brave Story: New Traveler shows on your screen, highlight the title and press the ⊗ button to select.

Game being sent.

Your PSP® system will reboot automatically.

PLAYING THE BIRDCATCHING MINI-GAME

After receiving the game data, in the PSP® system HOME Menu, go to Game › Game Sharing to activate Brave Story: New Traveler. For instructions on how to play, see page 30 (birdcatching).
NOTE: You will only be able to keep three birds. When you have captured birds, you can transfer them back to the PSP® system with the Brave Story: New Traveler UMD for use in the game.

GIVING GOALFINCHES

PSP® system without Brave Story UMD

Make sure that the WLAN switch is in the "ON" position. Then press the START button.

In the Goalfinch Wire menu, select the Birdcage option. Then choose the bird you want to give and select the "Give bird" menu option.

PSP® system with Brave Story UMD

Make sure that the WLAN switch is in the "ON" position. From the title screen, select the "Goalfinch Wire" menu option.

In the Save/Load menu, select which save data you want to add the incoming bird to. Load this data, then select the "Receive" menu option.

Transferring data.

When you receive a data request from your friend, select "Yes."

Choose which bird you would like to receive and select "Yes."

Exchange complete!

The bird you gave away will disappear from your birdcage.

After the data exchange is complete, be sure to save the new data.

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